

Nathaniel Coronacion

Software Developer

nathanielcoronacion3@gmail.com | 0998 348 4889 | Cavite | Philippines | nathanielcoronacion.com

https://www.linkedin.com/in/nathaniel-coronacion | https://github.com/Tanjiro5834 | On-site, Hybrid, Remote

Experience

Software Developer , <i>Coronacion Refrigeration and Air-Conditioning Services</i> ● Built and maintain the company's e-commerce and service-booking platform and its payroll and accounting system for 15+ employees. ● Gathered and documented payroll rules (OT, late deductions, holiday rates, government contributions) from management and staff, then turned them into system specifications before development. ● Troubleshoot staff-reported issues: reproduce them, implement fixes, and test before release; ship enhancements based on user feedback. ● Built an internal warehouse inventory desktop app using Java Swing, SQLite, JDBC, and Maven for tracking units, consumables, and tools.	June 2025 – Present Imus, Cavite
Freelance Software Developer (Part-time) , <i>Self-Employed</i> ● Delivered commissioned systems for 14+ clients (SMEs and schools), from requirements gathering and database design through deployment and maintenance. ● Set up the backend foundation for a property management SaaS at Lumnaire: Spring Boot layered architecture and PostgreSQL database schema.	June 2023 – Present Philippines
Full Stack Developer Intern , <i>The Thomas Aquinas Institute of Learning</i> ● Gathered requirements from school administrators, then built the school website and admin CMS in PHP and MySQL in a two-person team, owning the full Waterfall lifecycle and documentation. ● Set up a Git/GitHub branch workflow and onboarded a teammate to it, enabling parallel development and code integration.	February 2026 – April 2026 Imus, Cavite

Projects

BIBO: AI-Driven E-learning Platform , <i>Java 17, Spring Boot, MySQL, HTML, CSS, JavaScript (github.com/Tanjiro5834/bibo-elearning)</i> ● Built the backend of an e-learning platform with Spring Boot, including secure login and separate access levels for students, parents, teachers, and admins. ● Added an AI assistant (xAI Grok) that answers student questions in real time, with the API key kept safely on the server. ● Built a parent dashboard that shows each child's lesson progress. ● Wrote JUnit tests for core features to catch bugs before release.	April 2026 – October 2026
Travi - Travel Guide & Assistant , <i>Java 17, Spring Boot, PostgreSQL, HTML, CSS, JavaScript (github.com/Tanjiro5834/travi)</i> ● Built a travel planning platform with Spring Boot REST APIs and PostgreSQL that generates day-by-day itineraries with per-day budget allocation. ● Implemented budget tracking with overspending alerts, user authentication, and an admin module for managing country and entry-requirement data.	April 2026 – May 2026
Mitlohiya: Turn-based Filipino Mythology Card Game , <i>C#, Unity, Unity Version Control</i> ● Served as lead developer of a 3-person team. Ran a feature-branch workflow in Unity Version Control: broke features into tasks, assigned work, managed branches, reviewed changes, and merged features into the main build. ● Built a data-driven combat and synergy system with ScriptableObjects, an adaptive enemy AI that scales across 15 levels plus an endless mode, and object pooling to eliminate GC spikes during combo animations.	February 2025 – December 2025

Education

Bachelor's Degree in Computer Science , <i>STI College Bacoor</i>	2022 – 2026 Bacoor, Philippines
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Technical Skills

Programming Java (17, 21), PHP, C#, SQL	Frontend HTML, CSS, JavaScript, React.js, AJAX	Backend Spring Boot, Spring Data JPA/Hibernate, JWT, REST API, PHP (PDO)	Databases MySQL, PostgreSQL, SQLite, Supabase, MariaDB
AI, Tools, & Infrastructure Git, GitHub, Maven, Apache Tomcat, Postman, JUnit, Vercel, Hostinger, Railway	Architecture & Practices Layered Architecture, MVC, REST API Design, SDLC (Waterfall, Agile), Git Branching Workflow, Debugging	Analysis & Documentation Requirements Gathering, Technical Documentation	